

# Blender Steps : COMP371 Assignment 3 W2025

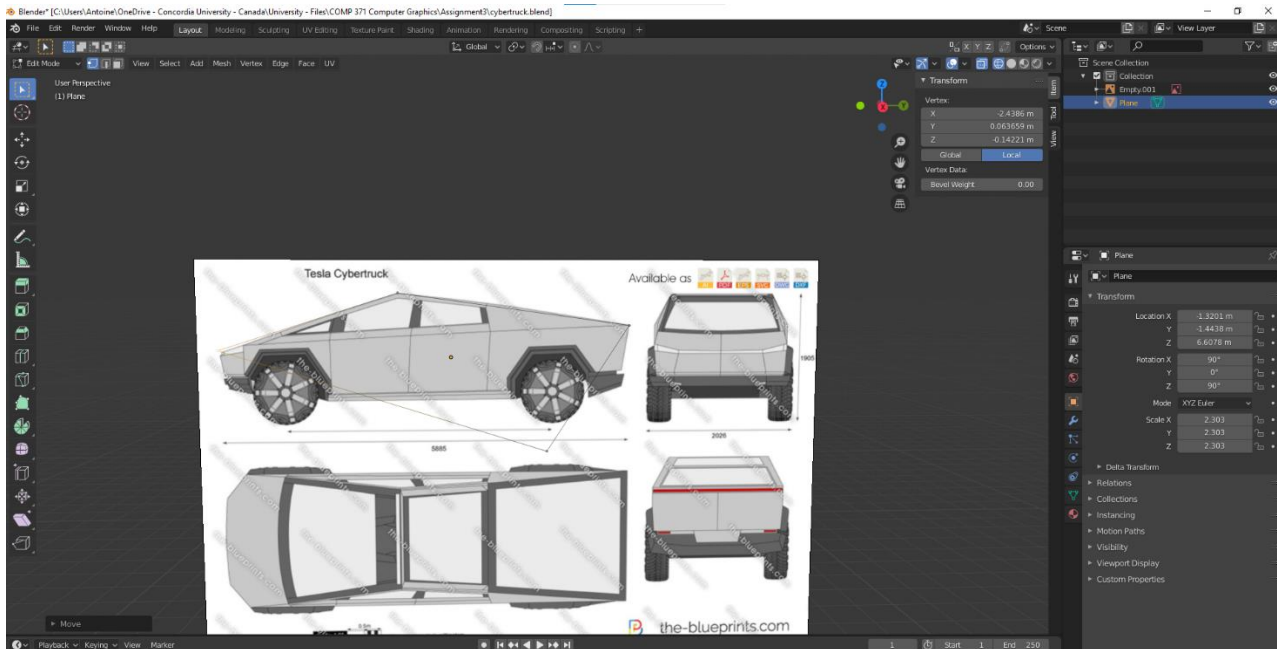


Figure 1 Use background blueprint and position new plane

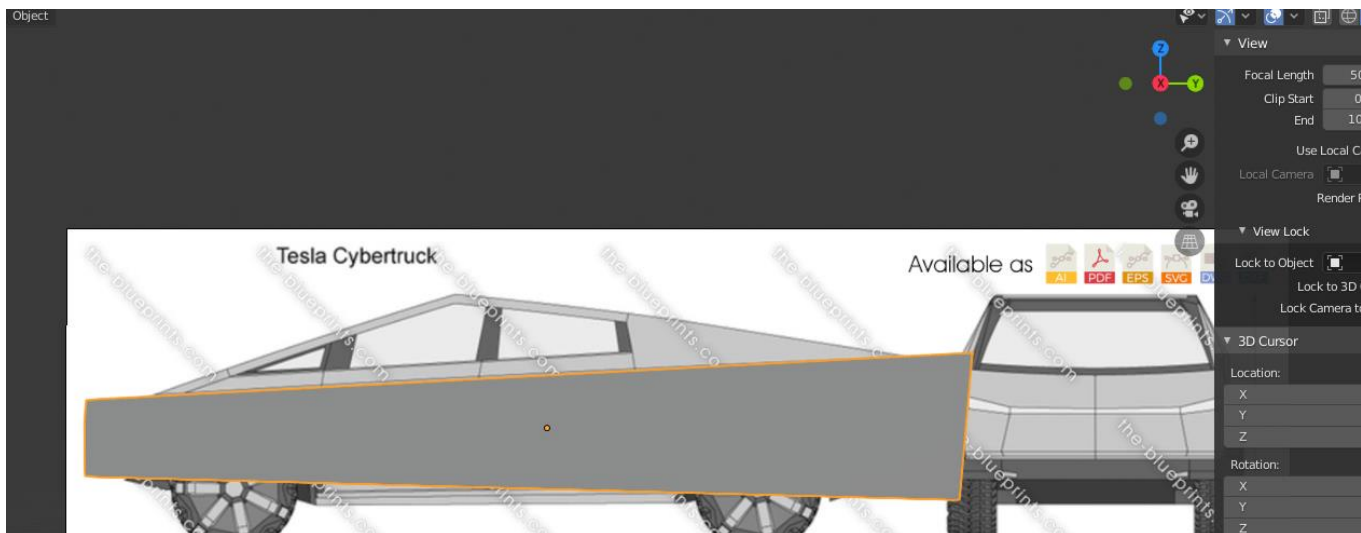


Figure 2 Trace basic shape and fill

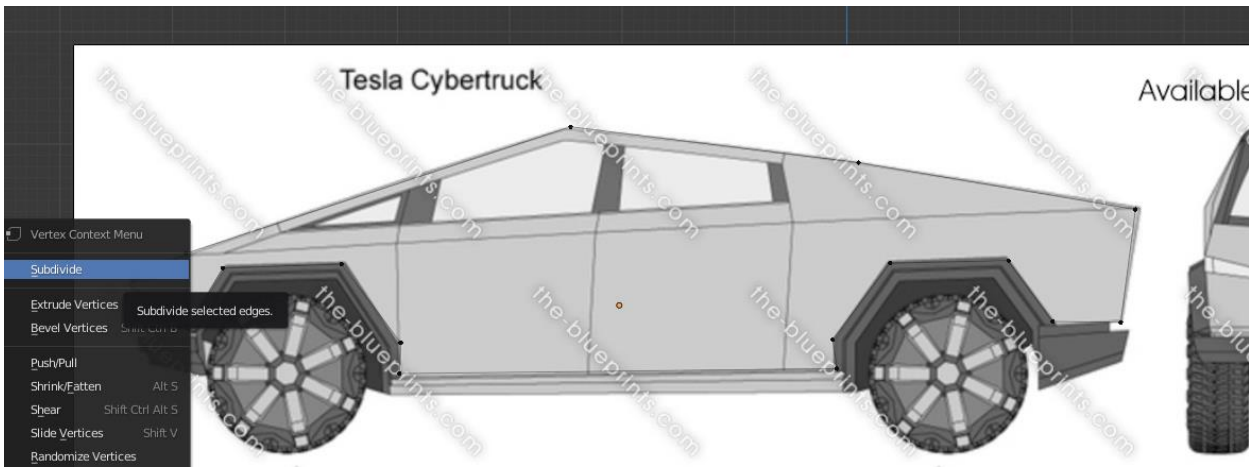


Figure 3 Subdivide vertices on edge to allow shape

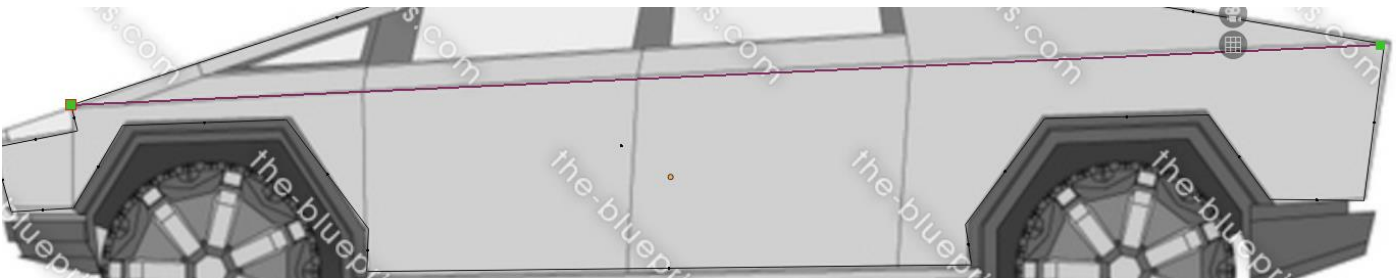


Figure 4 Knife to allow shapes inside geometry and bisect faces

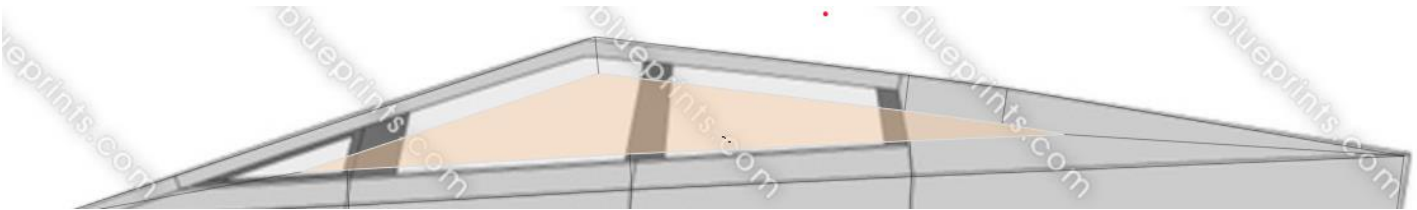


Figure 5 Inset tool to allow frame / internal shape mapped edges

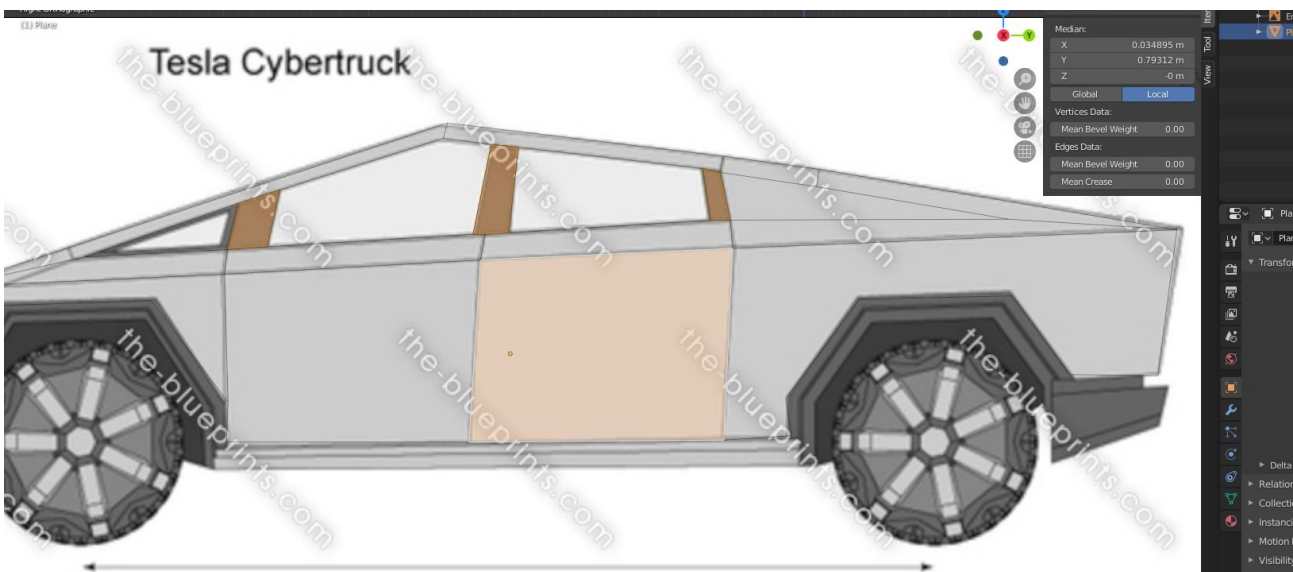


Figure 6 Join and Merge based on proportional coordinates for doors, window frames, etc..

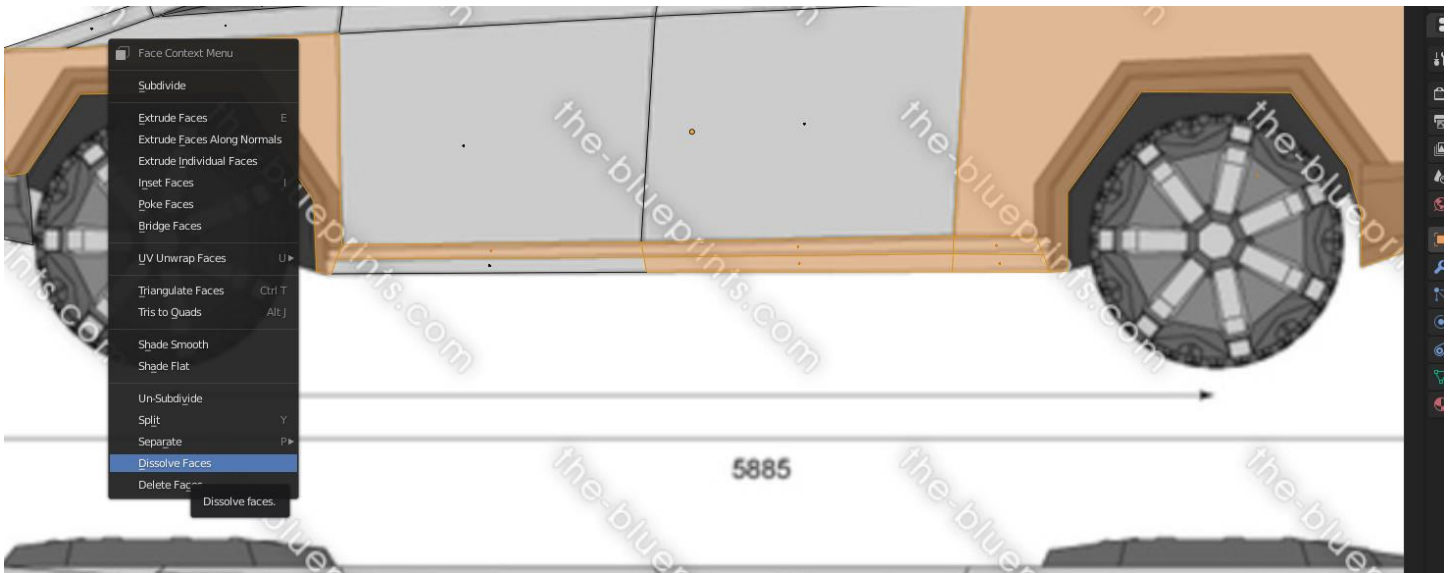


Figure 7 Dissolve back faces into flat single face surface when too many subdivisions

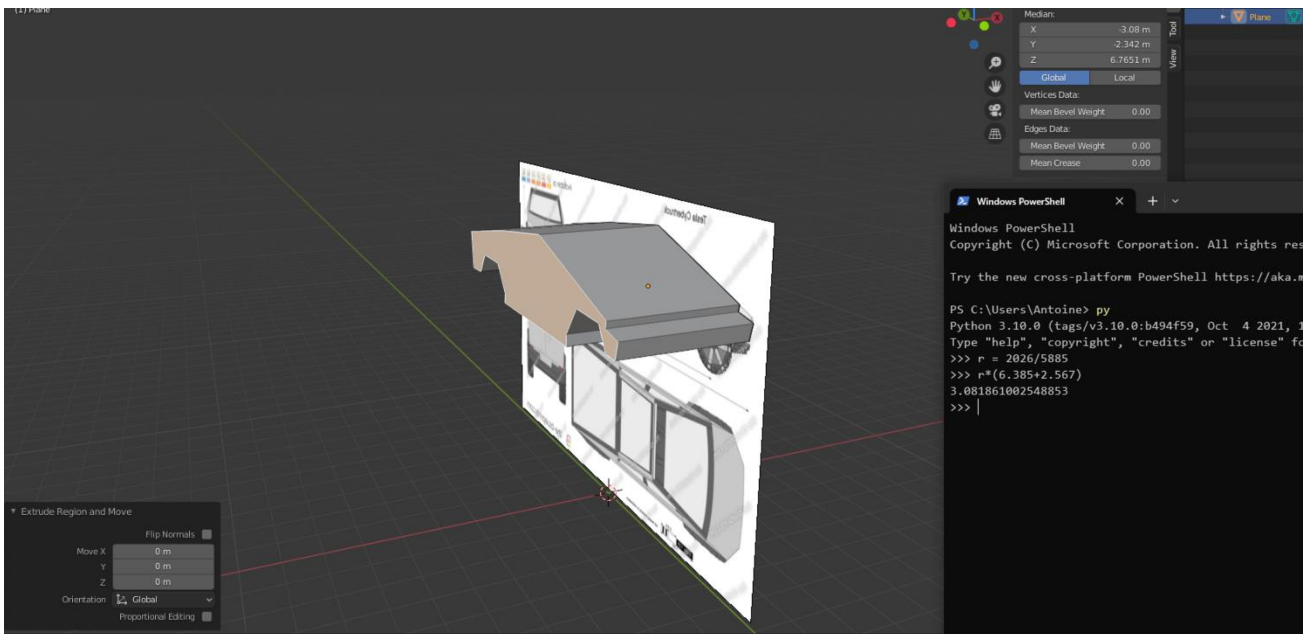


Figure 8 Extrude tool for depth proportional to blueprint measures

Technical drawing of a Tesla Cybertruck, showing two views: a side profile and a top-down view.

**Side View (Left):** The side profile of the vehicle is shown. The overall height is dimensioned as 5685 mm. The front wheel is shown with a multi-spoke design. The rear wheel is also shown with a multi-spoke design.

**Top View (Right):** The top-down view of the vehicle is shown. The overall width is dimensioned as 5685 mm. The front wheel is shown with a multi-spoke design. The rear wheel is also shown with a multi-spoke design.

**Scale Bar:** A scale bar is located at the bottom right of the drawing, indicating dimensions in millimeters. The scale bar shows 0, 50, 100, and 150 mm.

**Text:** The text "Tesla Cybertruck" is written vertically on the left side of the drawing.

Figure 10 adjusting edges based from top orthographic perspective



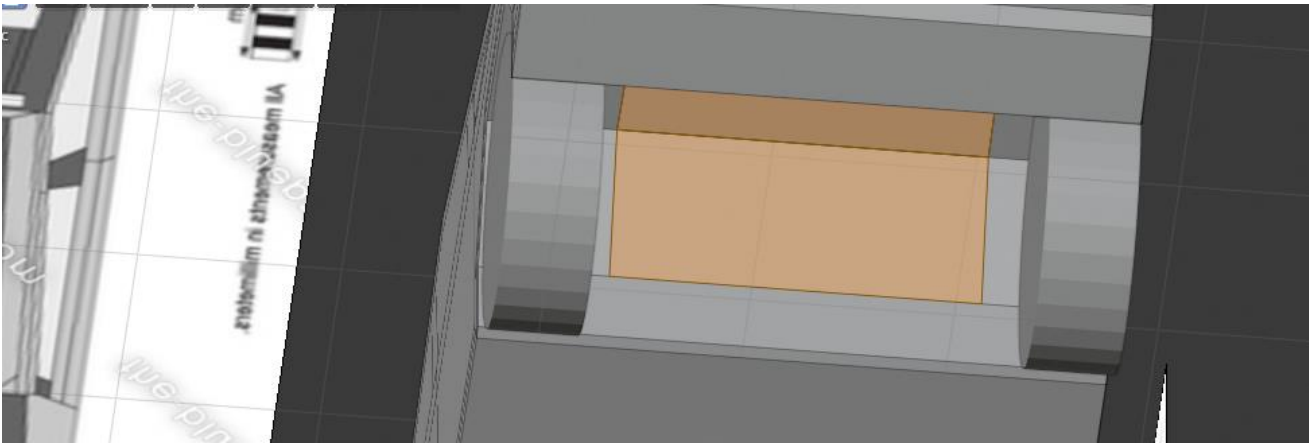


Figure 11 Bottom orthographic perspective for details between wheels

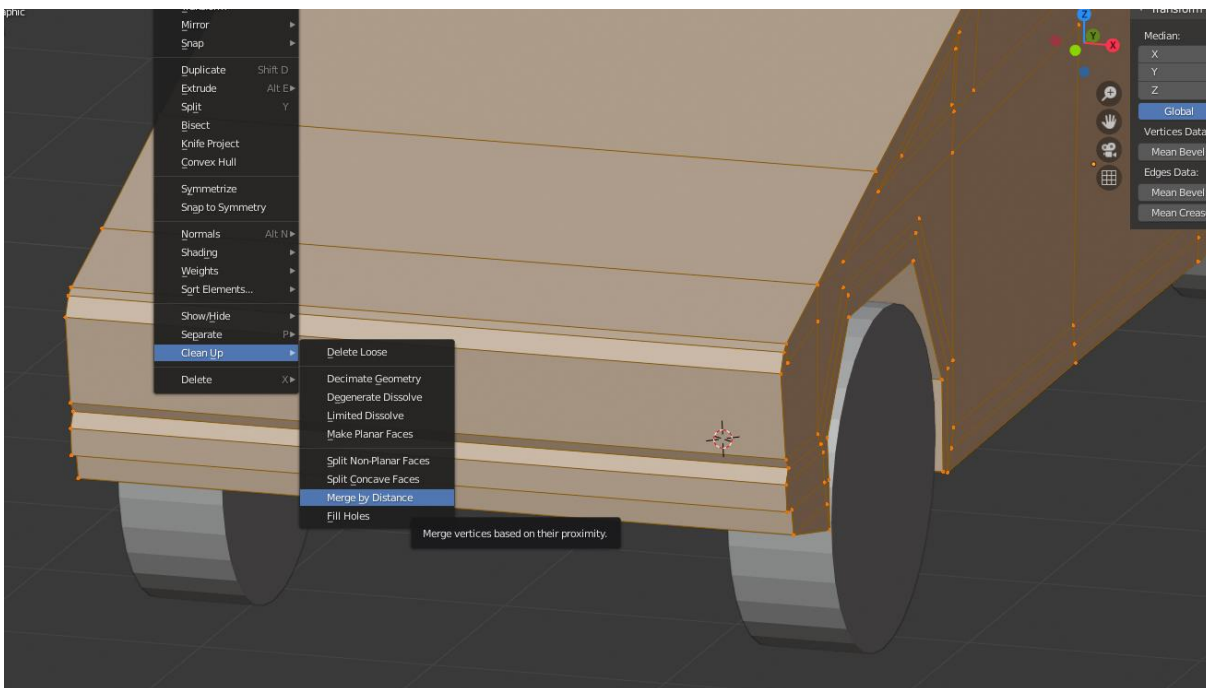


Figure 12 Clean up overlaying edges or duplicate vertices

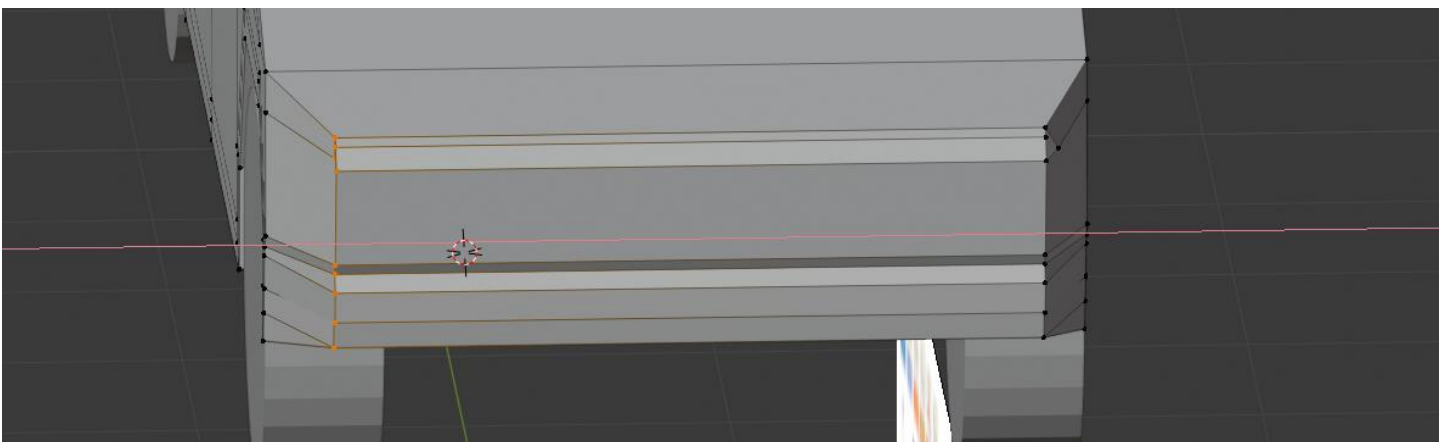


Figure 13 Move vertex groups to give shape and bevel

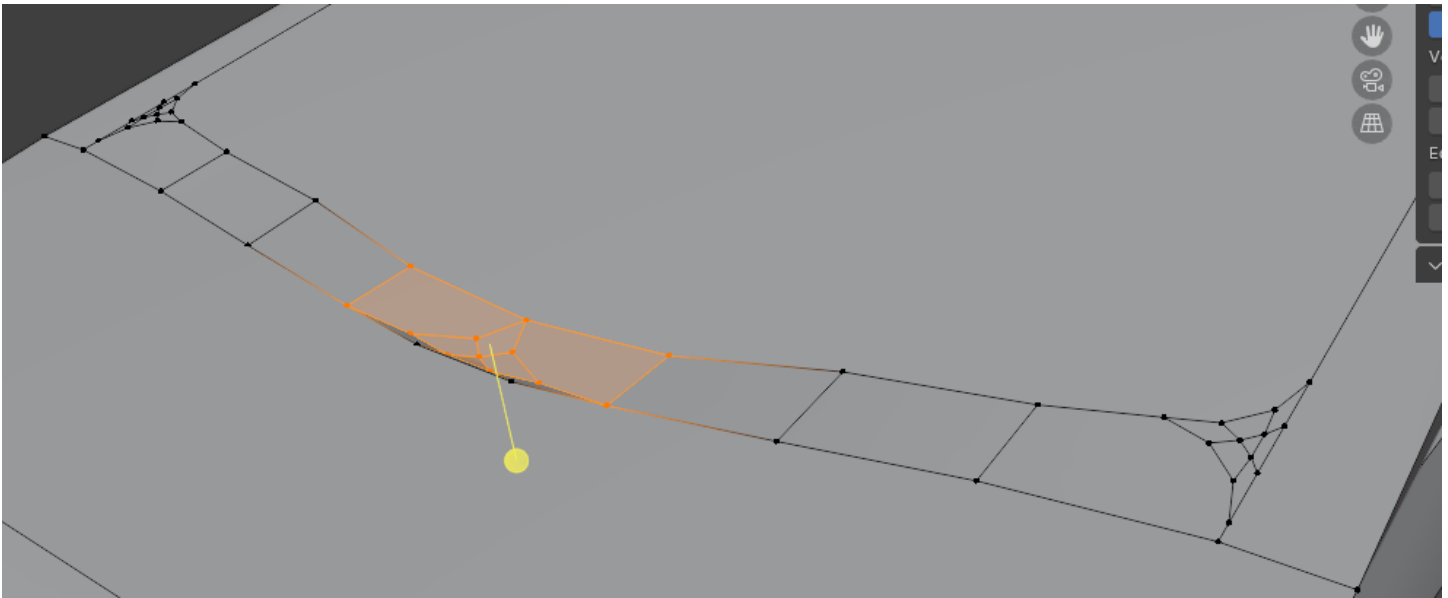


Figure 14 User Bezier Curve tools to give elliptic/curve shapes and creases in surface

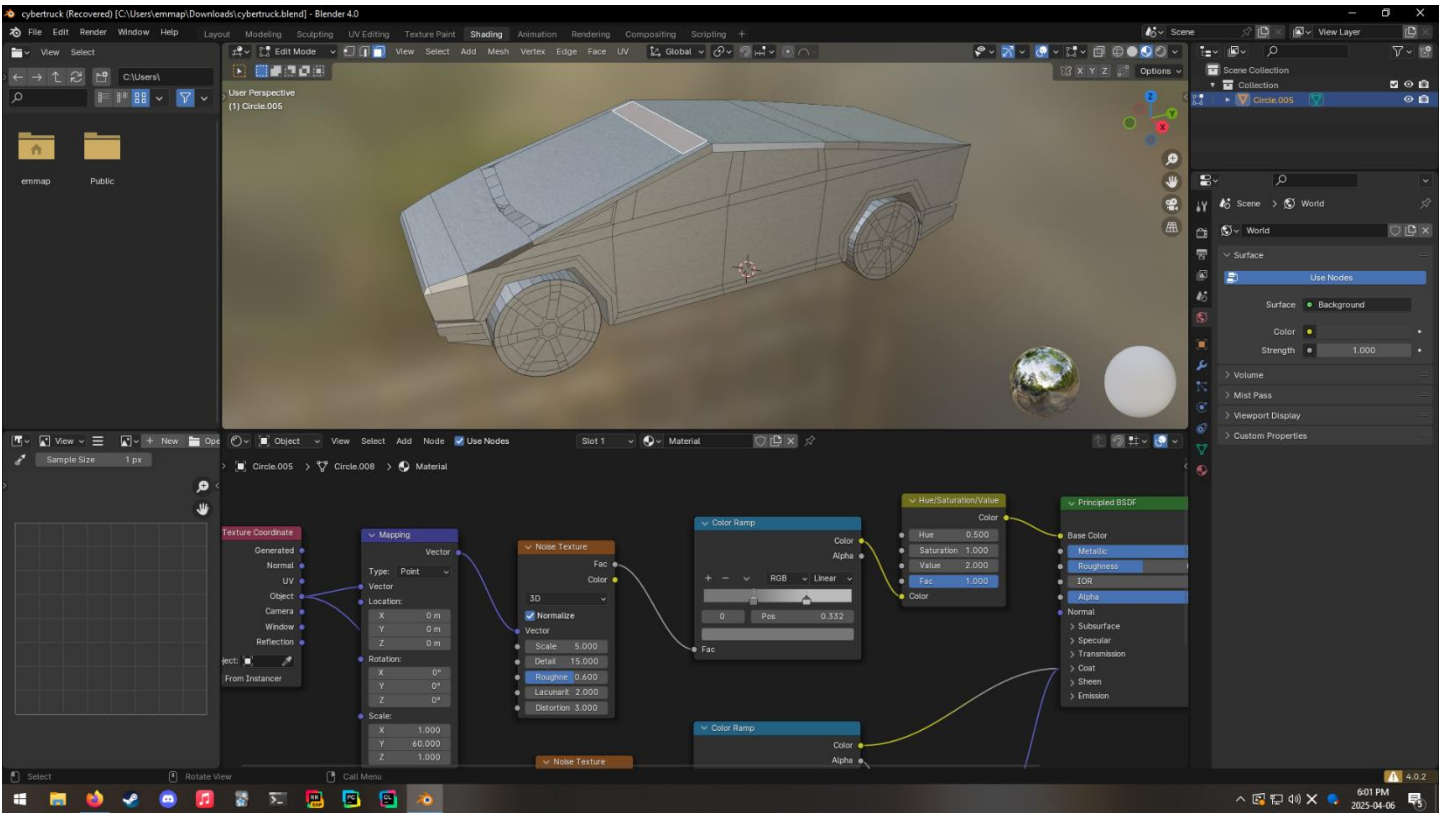


Figure 15 Shaders and UV Map of Metal bodywork

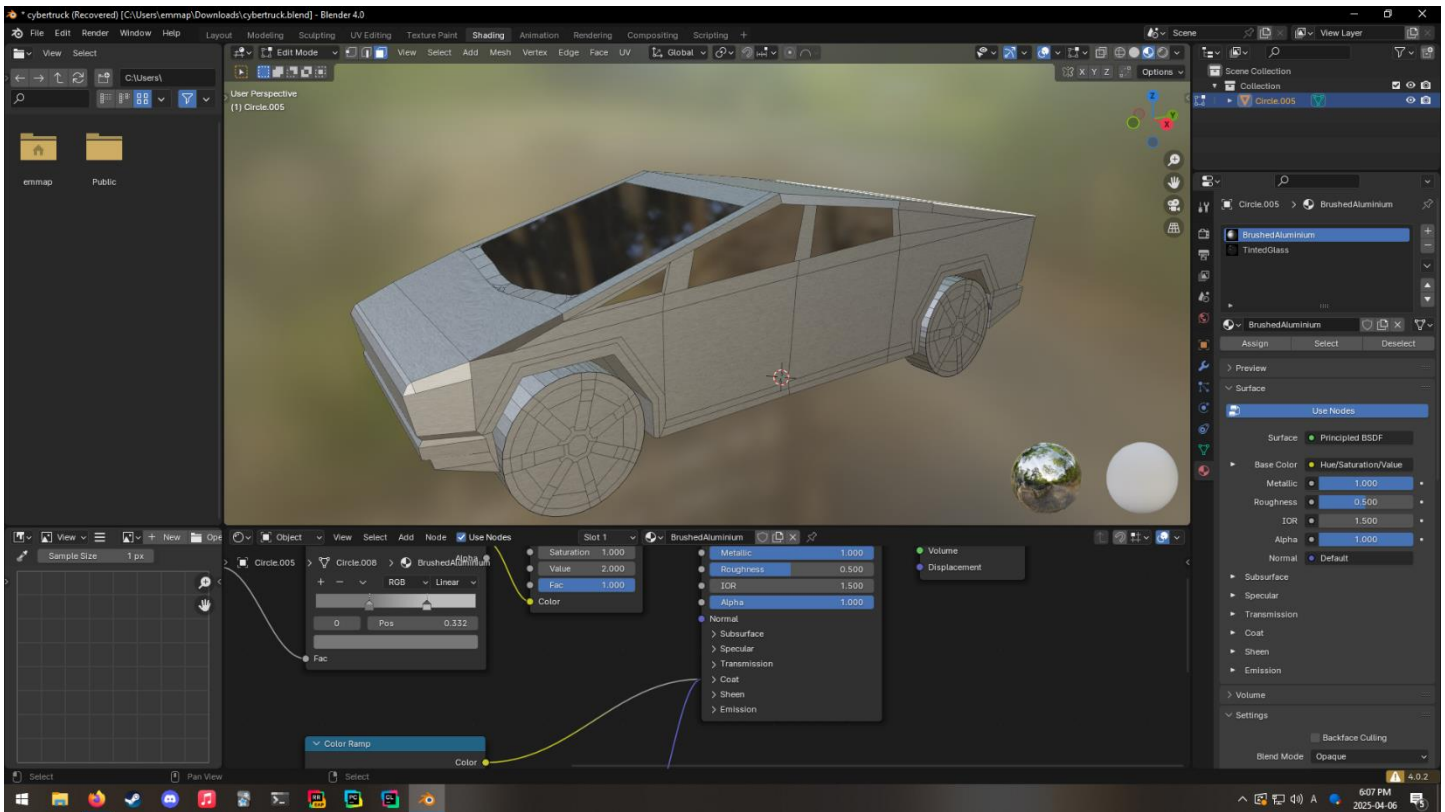


Figure 16 Windows texture and material

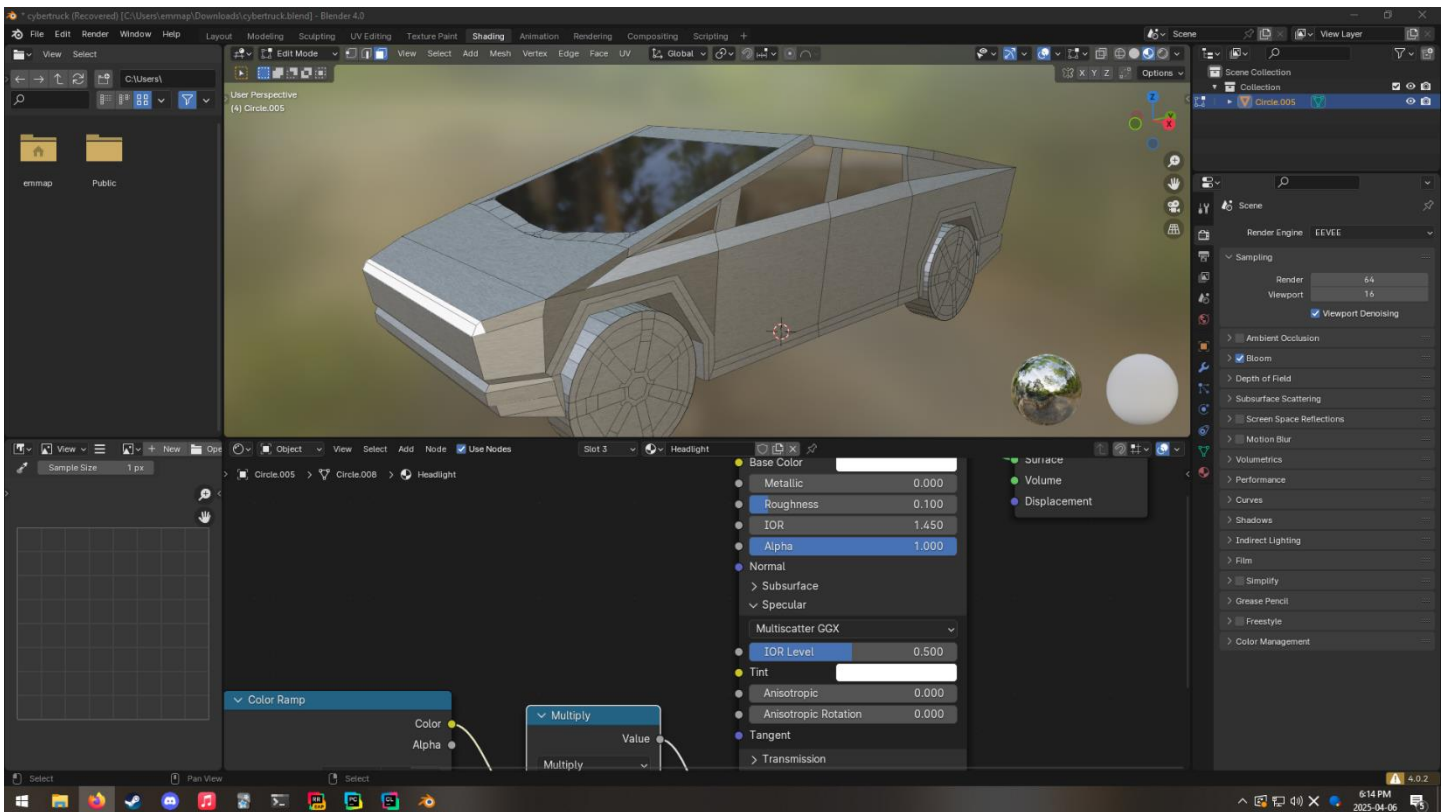


Figure 17 First version of front headlight material

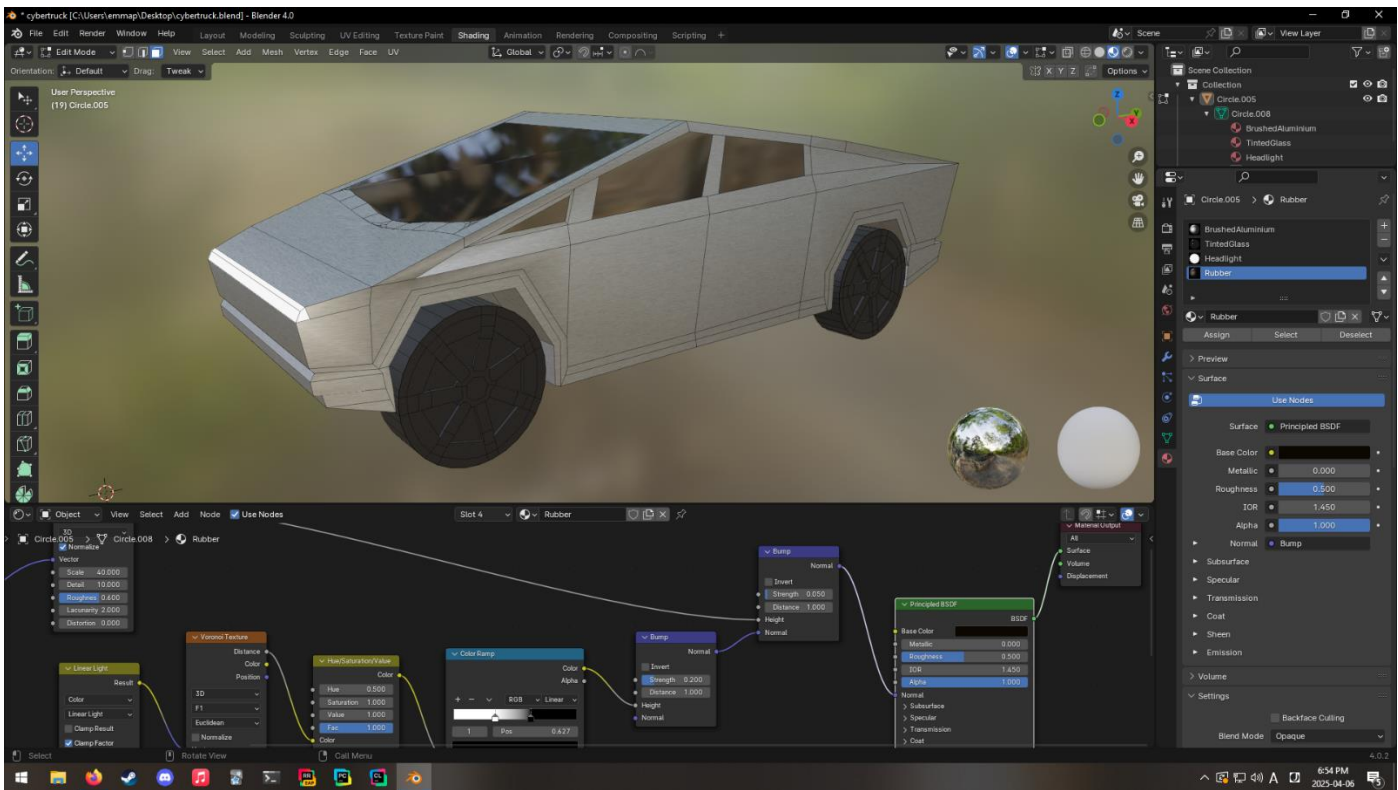


Figure 18 Rubber material nodes editing (for tires)

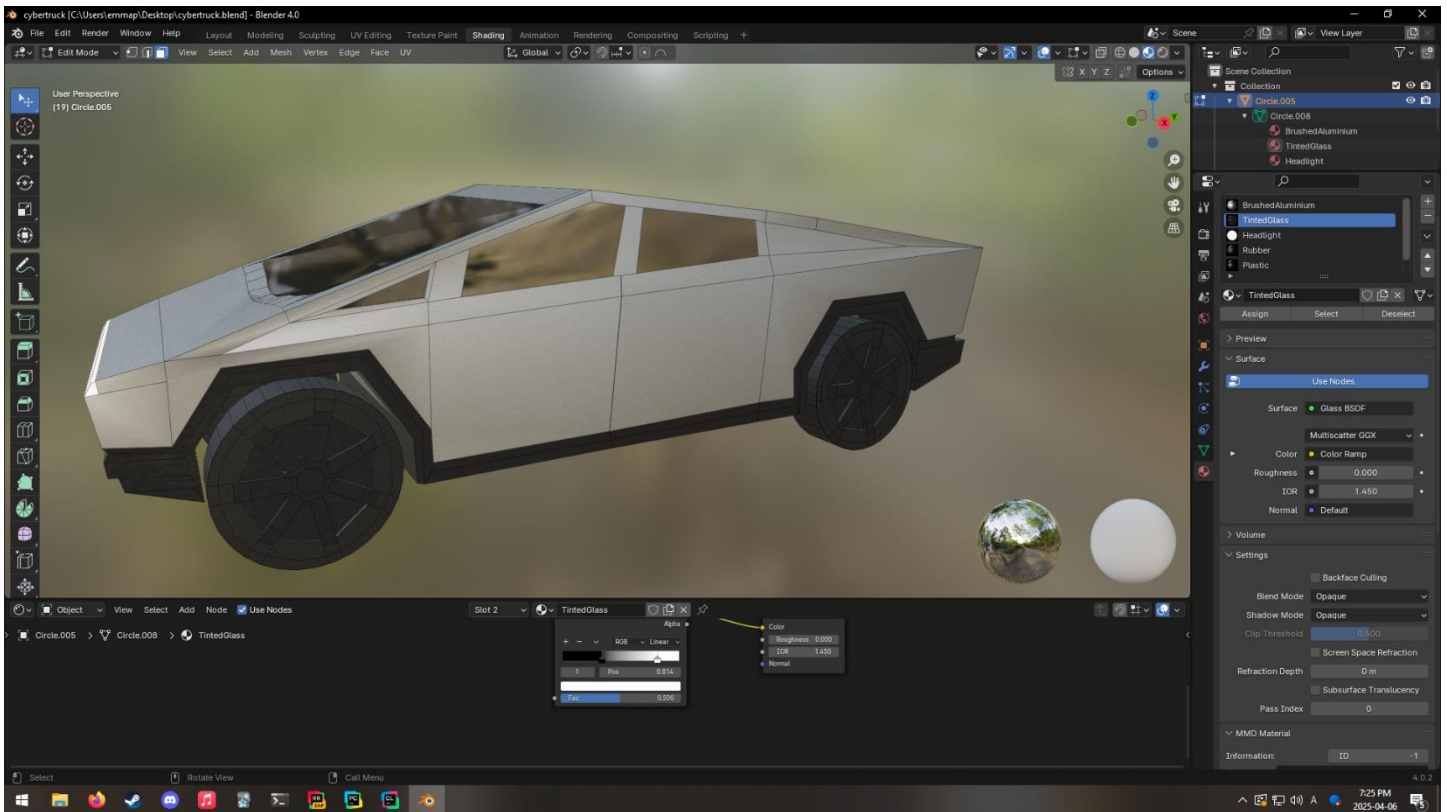


Figure 19 Material for basic plastic frames



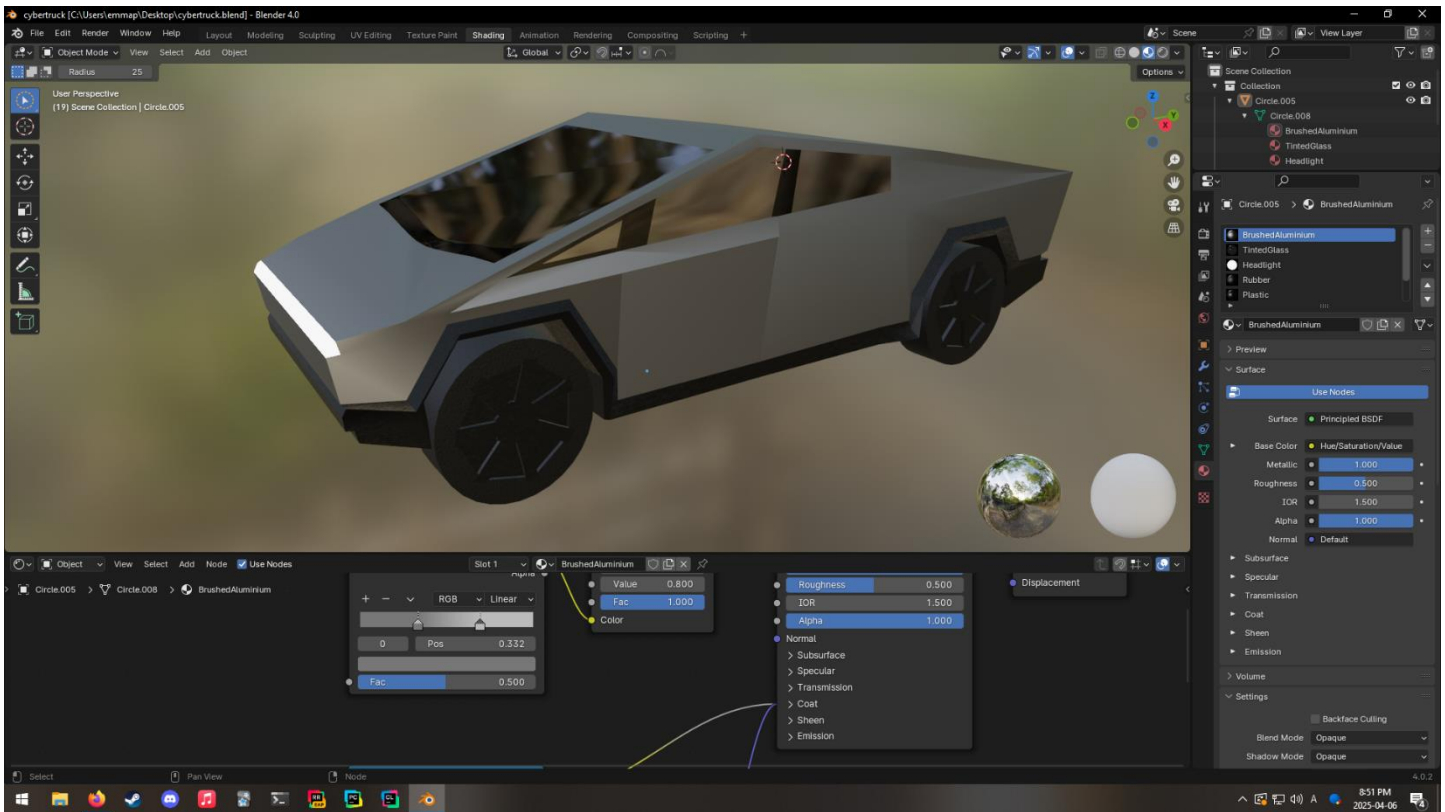


Figure 20 Tint and optics effects for windows

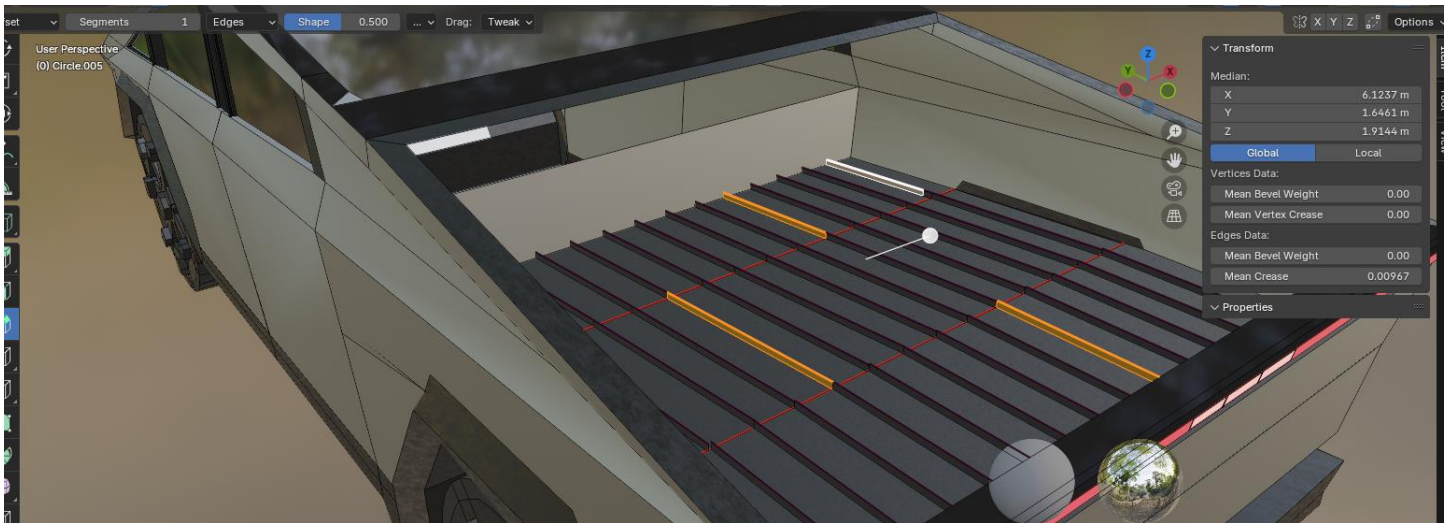


Figure 21 Final details, bevels, crease and the trunk



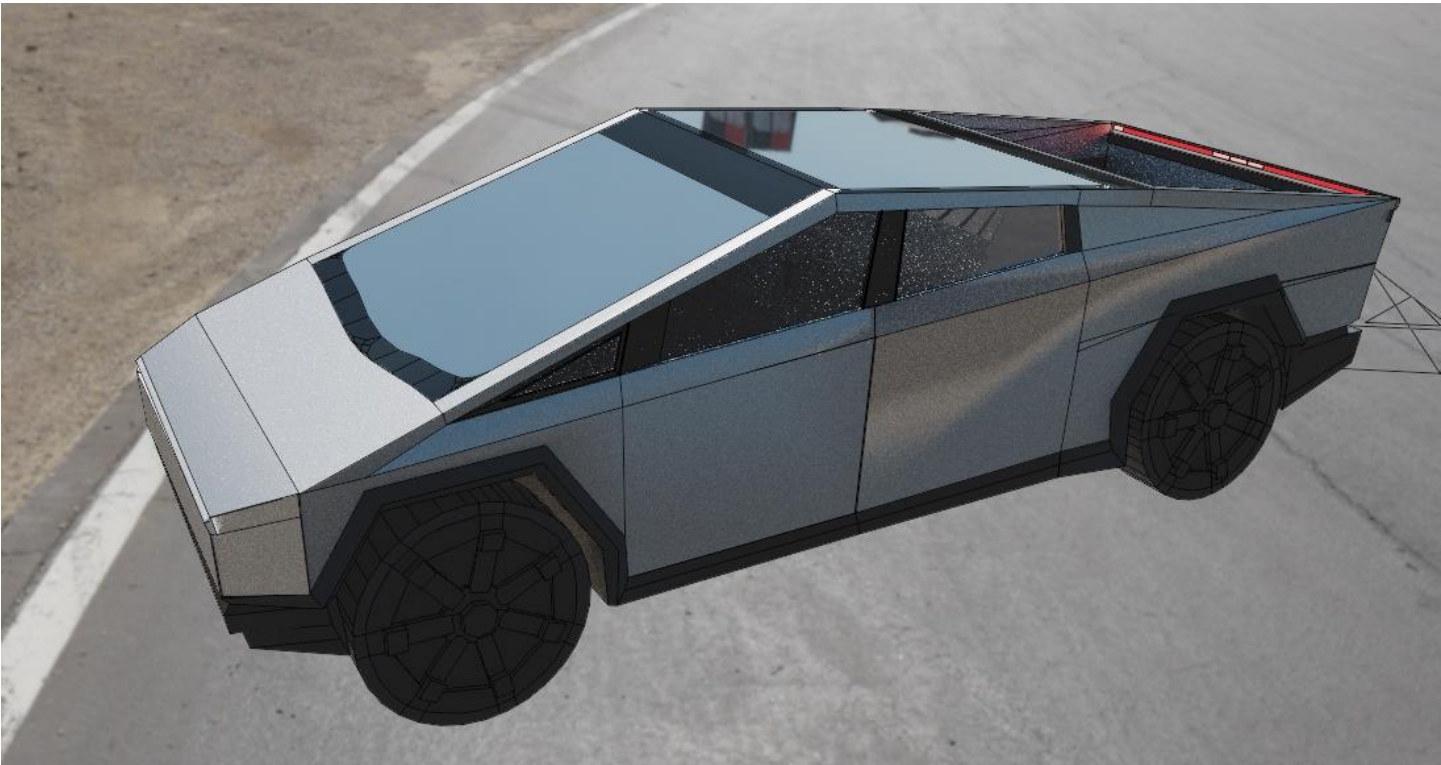


Figure 22 Final Object

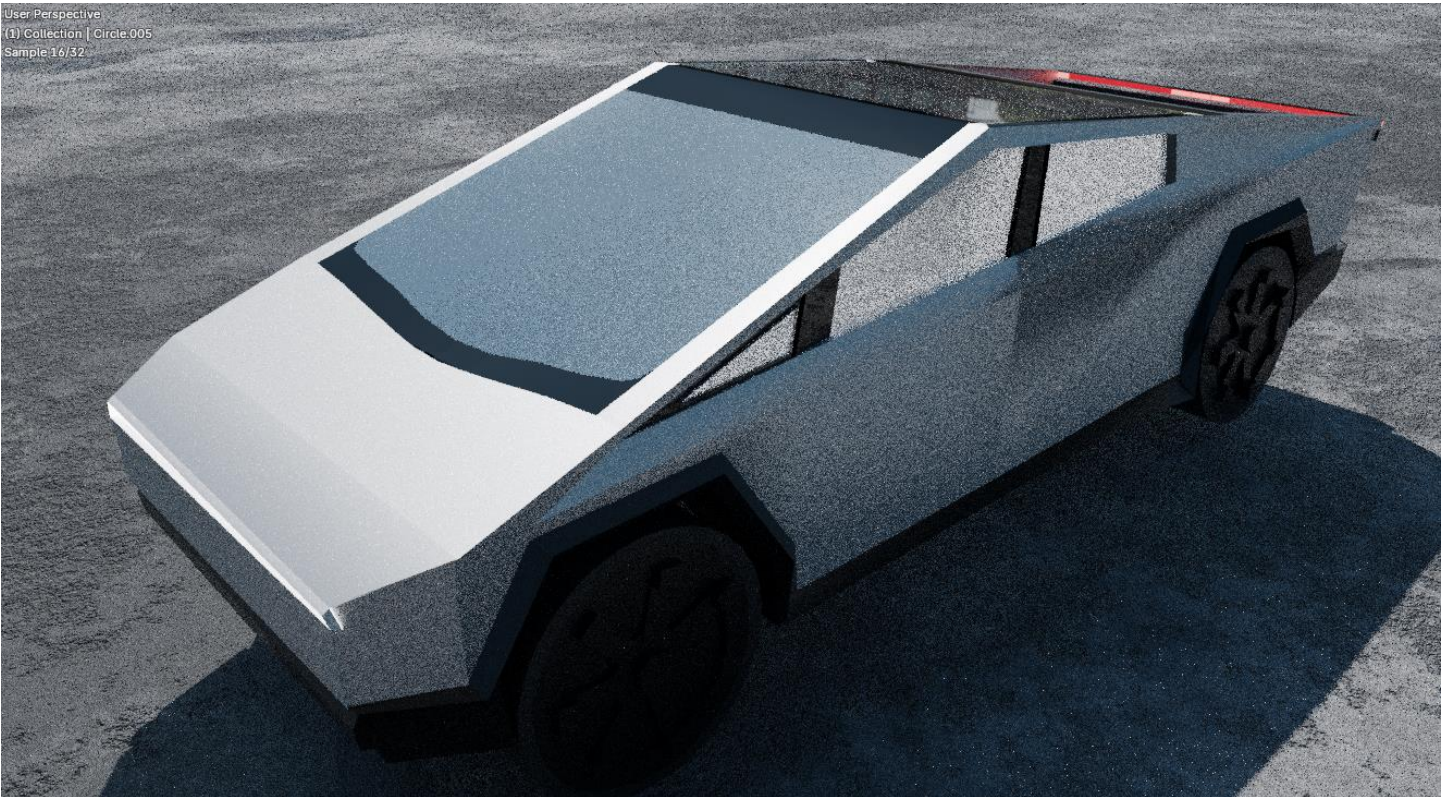


Figure 23 FRONT: Scene Rendering (Cycles Engine with reduced samples and no ray tracing)



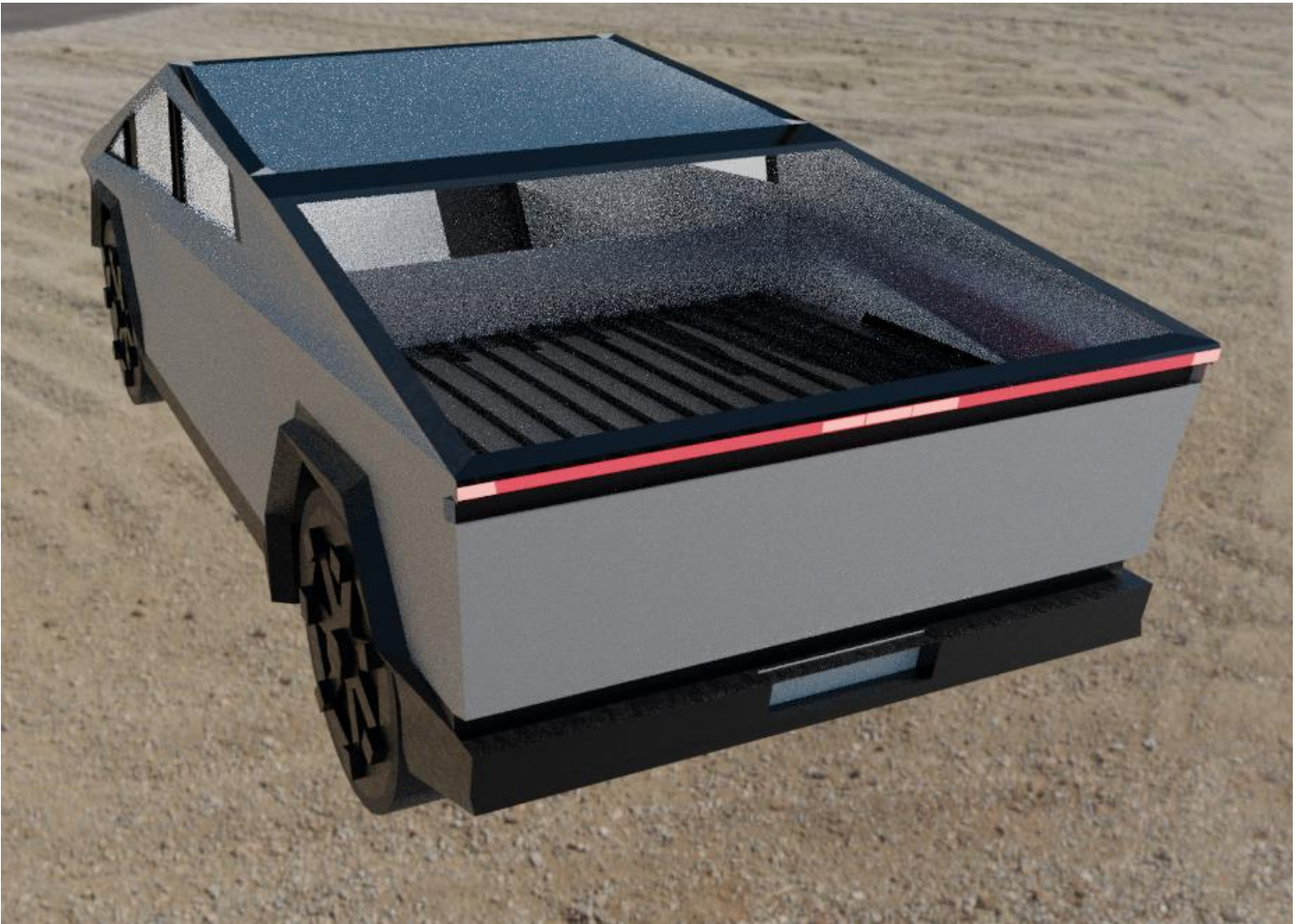


Figure 24 BACK: Scene Rendering (Cycles Engine with reduced samples and no ray tracing)